

Dynamics

- Amplifiers

- Guitar amps
 - Amp
 - includes filters and possible distortion
 - emulates various guitar amps
 - to be used with **Cabinet** (speaker cabinets)
 - Cabinet should be used *after* Amp
 - Cabinet
 - emulates various speaker cabinets
 - intended to be used with Amp
 - Mic position— where the recording mic was placed
 - can use multiple mic positions by using copies of Cabinet in Audio Effect Rack

- Distortion

- Dynamic Tube
 - emulates tube saturation (distortion in tube amps)
- Overdrive
- Vinyl Distortion (filter and distortion)
 - emulates distortion when playing back records
- Saturator
 - distortion, two filters: base, and the other 3 knobs
- Redux
 - bitcrusher, downsampler
- Erosion
 - degrades signal through delayed signal+filtered noise or oscillator
 - sounds like digital noise

- Compression

- reduce dynamic range of signal, usually by lowering amplitude of signals above threshold and keeping ones below threshold the same
- inverse: expansion— increases dynamic range of signal by lowering amplitude of signals below threshold or raising amplitude of signals above threshold
- Compressor
- Glue Compressor
- Multiband Dynamics
 - compress specific frequency bands separately
- Gate (noise gate)
- Limiter

- Filters (reducing OR increasing parts of the sound)

- EQ Three
- EQ Eight
- Auto Filter

- Resonators
- Corpus
 - uses physical modeling to apply resonant filters to incoming sound
- Phaser
 - all pass filter
 - instead of reducing amplitude of certain frequency bands, like 'normal' filters, this keeps amplitude of all frequencies at unity and changes the phase with relation to designated frequencies

Delays

- Beat Repeat
- Chorus
- Filter Delay
- Flanger
- Looper
- Ping Pong Delay
- Simple Delay
- Reverb

Special Effects

- Vocoder
- Frequency Shifter
- Auto Pan

Visualizers

- Spectrum
- Tuner